

# Terrain Effects Chart



Leg



Light Infantry



Motorized



Mechanized

Flat		Att: Armor x2 (vs. non-Arm/Mech) Att: Mech x 1½ (vs non-Arm/Mech)	1	1	1	1	1	2	1	2
Flat Woods		None	2	2	1	1	2	3	2	3
Rough		Att: Armor x2 (vs. non-Arm/Mech) Att: Mech x 1½ (vs. non-Arm/Mech) Both: Lt Inf +/-1	2	3	2	2	3	5	3	4
Rough Woods		Both: Lt Inf +/-1	2	3	2	2	3	5	4	5
Highlands No Airmobile w/o road No Paradrop		Att: Armor & Mech x ½ Both: Lt./Mt. Inf +/-1	3 (Mt Inf 2)	4 (Mt Inf 3)	2	3	4	6	6	8
Highland Woods No Airmobile w/o road No Paradrop		Att: Armor & Mech x ½ Both: Lt./Mt. Inf +/-1	3 (Mt Inf 2)	4 (Mt Inf 3)	2	3	6	6	8	8
Marsh (Rice Paddies)		Att: Armor & Mech x ½ Both: Lt Inf +/-1	3	P	2	4	6	P	8	P
Mountain No Airmobile w/o road No Paradrop	ZOC	Att: Armor & Mech x ½ Both: Lt./Mt. Inf +/-1 Armor/Mech no attack w/o road	4 (Mt Inf 2)	4 (Mt Inf 3)	3	4	Prohibited Movement allowed only along a road			
High Mountain No Airmobile No Paradrop	ZOC	Att: Armor & Mech x ½ Both: Mt. Inf +/-1 No attack w/o road	Prohibited Movement allowed only along a road							
Urban No Airmobile*; no Paradrop	ZOC	Both: Lt Inf +/-1 Def: Leg & Lt Inf x2	Urban to Urban: Treat as Primary Road Other to Urban: Treat as appropriate Road when connected by Road, otherwise 1							
Fortification		Def: 2 column shifts left (if never been captured) No Armor/Mech bonus	Enemy controlled: Other terrain (no road movement into or out of enemy Fortification) Friendly controlled: Other terrain							
Secondary Road		Other terrain	1	1	1	1	1	1	1	1
Primary Road		Other terrain	½	1	½	1	½	1	½	1
Highway		Other terrain	½	1	½	1	⅓	½	⅓	½
Jungle No Paradrop		Att: Armor & Mech x ½ Both: Lt. Inf +/-1 Def: Leg & Lt Inf x2	+1	+2	+0	+1	+3	P	+2	P
Minor River Hexside, Canal	ZOC	Att: Each unit is x½ Def: May not retreat across unbridged hexside (exc: LI)	+1		+1		+2		+2	
Major River Hexside	ZOC	Att: Each unit is x½; only across bridged hexside Def: May not retreat across unbridged hexside (exc: LI)	Prohibited (movement across only with Bridge)							
All-Water Hexsides		N/A	Prohibited							
Enemy ZOC	N/A	N/A	+1 to exit or enter an enemy ZOC if no friendly unit present							
Factory		Def: 1 column shift left Ignore retreat results	+1		+1		+2			
Tunnel		-2 DRM for Interdiction Strikes	Other terrain; treat as Road if using the road							
Town, Airfield		Def: +1 DRM	Other terrain							
Chem, Nuke Site No Airmobile*; no Paradrop		Def: +1 DRM	Other terrain							
City, Port/Airbase No Airmobile*; no Paradrop		City Def: 2 column shifts left; no Armor/Mech bonus; Both: Lt Inf +/-1 Port/Airbase: +1 DRM	Other terrain							

Hex Terrain

In-hex or Hexside Features

\* Airmobile is allowed if the Urban, City, or Installation is friendly Controlled.

ZOC No ZOC into or across these.